IN THE SPECIFICATION:

Please delete the specification in its entirety and substitute therefor the attached substitute specification.

IN THE CLAIMS:

Please amend the claims as follows.

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1. (Amended) A game system having, in a related fashion, [to] a game apparatus having game program storage means storing a game program, [and] processing means for executing the game program, and display means to display an image based on the result of processing by the processing means, comprising:

a housing to be held by a player; and

change-state detecting means [provided] related to said housing [and] for detecting at least one of an amount and a direction of a change applied to said housing, wherein

said game program storage means stores game space data including image data to display a space for game play, and a display control program [to cause] causes said display means to display a game space based on the game space data; and

a simulation program [for simulating] provides simulation based on an output of said change-state detecting means such that a state of the game space is

changed related to at least one of a change amount and a change direction applied to said housing.

2. (Amended) A game system according to claim 1, wherein said change-state detecting means is to detect, as [a] said at least one change amount and change direction, at least one of an amount and a direction of a tilt applied to said housing, and

said simulation program provides simulation [simulating] related to the at least one of an amount and a direction of a tilt applied to said housing such that the game space is put into a [tilt] tilted state.

3. (Amended) A game system according to claim 1, wherein said change-state detecting means detects, as [a] said at least one change amount and change direction, at least one of an amount and a direction of a movement applied to said housing, and

said simulation program provides simulation [simulating] related to the at least one of an amount and a direction of a movement applied to said housing such that the game space is put into a [tilt] tilted state.

4. (Amended) A game system according to claim 1, wherein said change-state detecting means detects, as [a] said at least one change amount and

change direction, at least one of an amount and a direction of an impact applied to said housing, and

said simulation program provides simulation [simulating] related to the at least one of an amount and a direction of an impact applied to said housing such that the game space is put into a [tilt] tilted state.

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5. (Twice Amended) A game system according to claim 1, wherein said change-state detecting means is for detecting both of [an] said amount and [a] direction of a change applied to said housing, and

said simulation program provides simulation [simulating] related to the both of an amount and a direction of an impact applied to said housing such that the game space is put into a [tilt] tilted state.

Claim 6, line 4, change "integral" to --integrally--.

Claim 8, line 6, change "to provide" to --providing a--; and

line 10, change "make" to --enable--.

Claim 9, line 5, change "make" to --enable--.

Claim 10, line 5, change "controlling" to --providing control--.

Claim 11, line 6, before "other", insert --an--;

line 8, before "at", insert --the--; and

line 10, change "is" to --being--.

Claim 12, line 4, change "being" to --including data--; and

line 7, before "at", insert --the--.

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15. (Amended) A game information storage medium storing a game program and <u>being</u> detachably loaded in a game system structured by operating means having display means [in a related manner] and including a housing to be held by a player, change-state detecting means [provided] related to the housing [and] for detecting at least one of an amount and a direction of a change applied to the housing, and processing means to display on the display means an image obtained by processing a program, comprising:

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game space data including image data to display a space for game play;

a display control program to cause said display means <u>to display</u> a game space based on the game space data; and

a simulation program to provide simulation based on an output of said change-state detecting means such that a state of the game space is changed related to <u>said</u> at least one of an amount and a direction of a change applied to said housing.

16. (Amended) A game information storage medium storing a game program and being detachably loaded in a portable game apparatus including a housing integrally having display means to be held by a player, and processing means to display on the display means an image obtained by processing a program, wherein a change-state detecting means is provided and is related to one of the portable game apparatus and the game information storage medium and is for detecting at least one of an amount and a direction of a change applied to one of a housing of the portable game apparatus and the game information storage medium, the game information storage medium comprising:

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game space data including image data to display a space for game play;

a display control program to cause said display means to display a game space based on the game space data; and

a simulation program to provide simulation based on an output of said change-state detecting means such that a state of the game space is changed related to said at least one of an amount and a direction of a change applied to said housing.

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18. (Amended) A game system structured at least by two game apparatuses, wherein

the two game apparatuses each have game program storage means to store a program, processing means to execute a game program, and a housing to be held by a player, and [in a related fashion] display means to display an image based on a result of processing by said processing means,

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at least one of the two game apparatuses being [provided] related to said housing and having change-state detecting means to detect at least one of an amount and a direction of a change applied to the housing,

the game system further having data transmitting means connected to the two game apparatuses and for transmitting mutually-related data [to] between the game [apparatus] apparatuses [on the opposite side],

[the] a respective one of the game program storage means of the two game apparatuses having the following:

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game space data including image data to display a space for game play; and

display control programs to cause said display means to display a game space based on the game space data, wherein

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said game program storage means of at least the other of said two game apparatuses further [including] includes a simulation program to provide simulation based on an output of said change-state detecting means of said one game apparatus transmitted through said data transmitting means such that a state of the game space of the other of said game apparatuses is changed related to said at least one of an amount and a direction of a change applied to said housing of one of said game apparatuses.

Claim 19, line 3, after "respective", insert --one--; and

line 6, after "related to", insert --said--.

Claim 20, line 4, change "same" to --as--.

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21. (Amended) A game control method for a game apparatus including a housing to be held by a player and change-state detecting means [provided] related to the housing [and] for detecting at least one of an amount or a direction of a change applied to the housing, comprising the steps of:

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(a) displaying a game space according to a game program; and

(b) simulating based on an output of said change-state detecting means the game space such that a state of the game space is changed related to the at least one of an amount and a direction of a change applied to said housing[:].

Please add the following new claims.

--22. (New) A game system comprising:

a game apparatus having a game program memory storing a game program and game space data including image data to display a space for game play;

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a processor for executing the game program;

a display to display an image based on a result of execution by the processor;

a housing to be held by a player; and

change-state detector related to said housing for detecting at least one of an amount and a direction of a change applied to said housing, wherein

a display control program causes said display to display a game space based on the game space data; and

a simulation program provides simulation based on an output of said change-state detector such that a state of the game space is changed related to at least one of a change amount and a change direction applied to said housing.

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23. (New) A game system according to claim 22, wherein:

said change-state detector detects, as said at least one change amount and change direction, at least one of an amount and a direction of a tilt applied to said housing, and

said simulation program simulates the game space in a manner related to the at least one of an amount and a direction of a tilt applied to said housing such that the game space is put into a tilted state.

24. (New) A game system according to claim 22, wherein:

said change-state detector detects, as said at least one change amount and change direction, at least one of an amount and a direction of a movement applied to said housing, and

said simulation program simulates the game space in a manner related to the at least one of an amount and a direction of a movement applied to said housing such that the game space is put into a tilted state.

25. (New) A game system according to claim 22, wherein:

said change-state detector detects, as said at least one change amount and change direction, at least one of an amount and a direction of an impact applied to said housing, and

said simulation program simulates the game space in a manner related to the at least one of an amount and a direction of an impact applied to said housing such that the game space is put into a tilted state.

26. A game system according to claim 22, wherein:

said change-state detector detects both of said amount and direction of a change applied to said housing, and

said simulation program simulates the game space in a manner related to the both of an amount and a direction of an impact applied to said housing such that the game space is put into a tilted state.

27. (New) A game system according to claim 22, wherein:

said housing is a housing of said game apparatus, and

said game apparatus is a portable game apparatus having said display provided integrally on one main surface of said housing.

28. (New) A game system according to claim 27, wherein:

said game program memory is accommodated in a cartridge and detachably loaded in said housing of said portable game apparatus, and

said change-state detector detects at least one of an amount and a direction of a change applied to said housing of said portable game apparatus when accommodated in said cartridge said cartridge is loaded in said housing of said portable game apparatus.

29. (New) A game system according to claim 28, wherein:

said change-state detector detects an operation as a tool due to a change state applied to said housing of said portable game apparatus,

said game program memory includes a character data storage section to display a moving character movable on the game space,

the game space data being image data provides a display associating a tool having a function of controlling a movement of the moving character displayed on the game space, and

said game program storage memory includes a character control program to read out a moving character stored in said character data storage section and enable processing related to at least one of a change amount and a change direction applied to said housing based on an output of said change-state detector such that a display state of the moving character is under control of the tool.

30. (New) A game system according to claim 22, wherein:

said game program memory includes a character data storage section to display a moving character movable on the game space, and

said game program memory includes a character control program to read out a moving character stored in said character data storage section and enables control related to at least one of a change amount and a change direction applied to said housing based on an output of said change-state detector such that a display state of the moving character changes.

31. A game system according to claim 22, wherein:

said game program memory further includes a non-player character data storage section to display a non-player character to make a first action on the game space according to a predetermined program irrespectively of an operation by the player, and

said simulation program provides control such that the non-player character makes a first action previously determined by a program when any of change states in amount and direction is not detected by said change-state detector and such that the non-player character makes in addition to the first action a second action related to at least one of an amount and a direction of a change based on an output of said change-state detector when the at least one of change states in amount and direction is detected by said change-state detector.

32. (New) A game system according to claim 22, wherein:

said game program memory includes a character data storage section to display a moving character movable on the game space,

the game space data includes data to display a particular area defined such that, when the moving character moves on the game space, the moving character is different in action from that in another area,

said simulation program controls a display state of the moving character related to the at least one of an amount and a direction of a change applied to said housing based on an output of said change-state detector, and display-controlling, when the moving character moves on the game space, the moving character being different in action from that in another area.

33. (New) A game system according to claim 22, wherein:

the game space data includes space data to display a greater game space than a display area to be displayed by said display,

the display control program includes data to display on said display image data of a part of the game space existing in a range of the display area of the game space, and

said simulation program simulates a state of only the game space existing in the display area based on the at least one of an amount and a direction of a change in an output of change-state detector.

34. (New) A game system according to claim 22, wherein:

said change-state detector detects as a change amount a moving amount of said housing and as a change direction a moving direction,

the game space data includes space data to display a game space greater than a display area of said display, and

the display control program displays on said display a space area of a part of a game space corresponding to the display area, and gradually moving the display area of the game space in the moving direction by an area corresponding to the moving amount according to a movement of said housing.

35. (New) A game system according to claim 22, wherein:

said game apparatus has an operator to be operated by a player on one main surface of said housing, and

said simulation program changes a state of the game space based on a detection output to said change-state detector and an operating state of said operator.

36. (New) A game information storage medium storing a game program and being detachably loaded in a game system comprising an operator having a display, a housing to be held by a player, a change-state detector related to the housing for detecting at least one of an amount and a direction of a change applied to the housing, and a processor to display on the display an image obtained by processing a program, the storage medium comprising:

game space data including image data to display a space for game play;

a display control program to cause said display to display a game space based on the game space data; and

a simulation program to provide simulation based on an output of said change-state detector such that a state of the game space is changed related to the at least one of an amount and a direction of a change applied to said housing.

37. (New) A game information storage medium storing a game program and being detachably loaded in a portable game apparatus including a housing integrally having a display to be held by a player, and a processor to display on the display an image obtained by processing a program, wherein a change-state detector is provided and is related to one of the portable game apparatus and the game information storage medium and is for detecting at least one of an amount and a direction of a change applied to one of a housing of the portable game apparatus and the game information storage medium, the game information storage medium comprising:

game space data including image data to display a space for game play;

a display control program to cause said display to display a game space based on the game space data; and

a simulation program to provide simulation based on an output of said change-state detector such that a state of the game space is changed related to the at least one of an amount and a direction of a change applied to said housing.

38. (New) A game information storage medium according to claim 37, wherein said change-state detecting is for detecting both of an amount and a direction of a change applied to said housing, and

said simulation program provides a simulation such that a state of the game space is changed related to the both of an amount and a direction of a change applied of said housing.

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39. (New) A game system comprising:

at least by two game apparatuses, each of the game apparatuses having a game program storage to store a program, a processor to execute a game program, a housing to be held by a player, and a display to display an image based on a result of processing by said processor, at least one of the two game apparatuses being related to said housing and having a change-state detector to detect at least one of an amount and a direction of a change applied to the housing,

a data transmitter connected to the two game apparatuses and for transmitting mutually-related data between the game apparatuses,

one of the game program storages of the two game apparatuses include:

game space data including image data to display a space for game play; and

display control programs to cause said display to display a game space based on the game space data,

wherein said game program storage of at least the other of said two game apparatuses further includes a simulation program to provide simulation based on an output of said change-state detector of said one game apparatus transmitted through said data transmitter such that a state of the game space of the other of said game apparatuses is changed related to the at least one of an amount and a direction of a change applied to said housing of one of said game apparatuses.

40. (New) A game system according to claim 39, wherein said change-state detector are respectively provided on said two game apparatuses, and

the respective one of said game program storage of said two game apparatuses includes a simulation program to provide simulation based on an output of said change-state detector of said one game apparatus such that a state of the game space of said the other game apparatus is changed related to at least one of an amount and a direction of a change applied to said housing of said one game apparatus.

41. (New) A game system according to claim 39, wherein the game space data stored in said game program storage of said one game apparatus and the game space data stored in said game program storage of said the other game apparatus are selected as game space data,

the simulation program of said one game apparatus changing a state of the game space of said one game apparatus correspondingly to a state of the other game space to be simulated by the game space control program, and

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the simulation program of said other game apparatus changing state of the game space of said the other game apparatus correspondingly to a state of one game space to be simulated by the game space control program.

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42. (New) A game control method for a game apparatus including a housing to be held by a player and change-state detector related to the housing for detecting at least one of an amount or a direction of a change applied to the housing, comprising the steps of:

(a) displaying a game space according to a game program; and

(b) simulating based on an output of said change-state detector the game space such that a state of the game space is changed related to the at least one of an amount and a direction of a change applied to said housing.--

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REMARKS

Applicant respectfully requests that the attached substitute specification and the amendments to the claims be entered prior to examination. For the Examiner's convenience, Applicant has attached hereto a marked-up copy of the original specification indicating the changes provided in the substitute specification.